

TELECRONER



VIRTUAL BOY

INSTRUCTION BOOKLET

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Thank you for selecting the Nintendo™ Game Pak for the Nintendo® Virtual Boy™ System. Please read the instruction booklet thoroughly to ensure maximum enjoyment of your new game. (Age 14-15) All the contents listed on:

WARNING

This product is not for use by persons under 14 years of age. Although the system displays a virtual 3D scene, its actual depth and size are not real. Permanent damage to the vision may occur.

Please read the Virtual Boy instruction booklet thoroughly, read the Virtual Boy instruction booklet and the Controller Instruction and Precautions Booklet. Make sure before playing that you correctly adjust the hardware including the PC and VCCH. Do not play if you are feeling tired. Ceased use immediately if you feel dizzy, nauseated, or tired or if you experience or become aware of discomfort or discomfort games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy instruction booklet, call 1-800-328-3700.

CHILD HAZARD - SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

The Game Pak has a battery leakage warning label to avoid the danger of the game.

Caution: It is especially for the reason "warning" and "caution" that you should read the battery and Game Pak instruction booklet. Please do not play the game while you are:



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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPO and FOCUS adjustments.



Press the START button to display the "IPO and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance)

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration.

The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the FOCUS and FOCUS adjuster area, press the START button and the screen pictured at right will appear. The automatic pause is preset to the OFF position. Nintendo recommends that you ALWAYS set the automatic pause to OFF. To override the setting use + or - on the L/R Control Pad, then press the START button to begin the game.



After the completion of each round of "Tetrisphere," the game will Auto Pause. (One round= one minute.) When the Break Screen appears, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.



When the Automatic Pause function is On, the strength meters for the player and enemy will automatically recover between rounds.

THE TELEROBOXER TOURNAMENT?

It is the 22nd century, a time when a technology called telerobotics is commonly used. This area of study was developed to enable a robot to mirror the body movements of the human in control of it.

The use of Telerobotics enabled robots to work under conditions unbearable to humans. As the technology matured, increasingly specialized robots were created.

To increase people's interest in telerobotics, the pre-eminent scientist in the field, Dr. Edward Maki Jr., developed teleroboxing — a boxing match between robots that are remotely controlled by human players. The players called themselves teleroboxers.



BE THE TELEBOXER CHAMPION!

Teleboxing is one of the world's most popularly practiced sports. For centuries, people entered their robots in matches all over the globe, and each claimed to be the best.

Finally, a Teleboxing Tournament was organized to determine the true world champion among the best teleboxers. You will compete as one of the teleboxers in this world championship and fight your way to the top.

CONTROLLER FUNCTIONS

Power Switch

Start Virtual Boy

L Button

L  Control Pad

SELECT

After pausing a game by pressing START, press SELECT to switch to the adjustment screen and adjust for eye separation and focus.



START

R Button

R  Control Pad

A Button

Selects items.

B Button

Cancels the selected item.

START

- Start the game
- Pause the game
- Push again to restart

L Button

- Deliver a left punch (See the List of Moves)

R Button

- Deliver a right punch (See the List of Moves)

**LC
Control
Pad**

- Use to block a punch
- Press a combination of the LC Control Pad and L & R Buttons to deliver a variety of punches.
(See the List of Moves)
- Selects items

**RC
Control
Pad**

- Use to block a punch
- Press a combination of the RC Control Pad and L & R Buttons to deliver a variety of punches.
(See the List of Moves)

LIST OF BLOCKING MOVES

L Button = 

L ⌘ Control Pad = 

R Button = 

R ⌘ Control Pad = 

Either L or R ⌘ Control Pad = 

Left Guard



Right Guard



Guard Body



or



Dodge Left



Dodge Right



Duck



Block opponent's hooks and punches to the face.
Press the L and R ⌘ Control Pad at the same time to guard both sides.

Block opponent's body blows and uppercuts.

Dodge your body to the left or right to avoid the opponent's punches. Can also be used to dodge uppercuts.

Duck down to avoid the opponent's punches. Can also be used to dodge hooks.

LIST OF PUNCHES

Left Jab



Right Jab



Left Body Blow



Right Body Blow



Left Hook



Right Hook



Left Uppercut



Right Uppercut



The jab is a quick version of the opponent's head. It is not very effective, but easy to learn this skill.

A body blow aims for the opponent's upper body. It is best used in combination with jabs.

A hook is a hard punch delivered from the side. Coupled with a hook at the same time you dodge away from a punch.

An uppercut is a hard punch that starts low and swings high. Throw an uppercut at the same time you duck to avoid a punch.

HOW TO PLAY THE GAME

■ GAME START

Press START when the Title screen is displayed to open the File Select screen.

Select a file from 1~3 on the File Select screen and enter with the A Button to start the game.

When NO DATA is selected, the game will start at the beginning of the tournament. When a saved file is selected, the game will start at the last stage saved.



File Select screen

On the Opening Movie screen, which appears after the Options Menu Screen, press the A Button to start the tournament.



POW = Punch Strength
ARM = Armor Strength
AGI = Agility

THE GAME SCREEN

Round number

Opponent's strength meter



Player's strength meter

Time
(time left in the round)

BASIC GAME RULES

- Your goal is to fight all the enemy Tienbowans that challenge you, remaining undefeated
- The count on the strength meter is reduced every time a punch connects. When the strength meter is zero, it's a knock-out
- One round is one minute. If neither player is knocked out within five rounds, the player with the higher strength meter is the winner

The player who defeats all opponents in the tournament is the winner. The champion then fights random opponents. The result of a Title Defense Match cannot be unclear. If you lose a Title Defense Match, "Champion Retired" appears when you select the saved file on the File Select screen. How many times you can defend your title?

■ RESET

To reset the game, press the START, SELECT, A, B, L and R Buttons at the same time.

■ LOW BATTERY INDICATOR

When the batteries begin to get low, the indicator shown on the right flashes on the screen. Replace the batteries immediately.



■ SAVE

Following each match the NEXT GAME? or TRY AGAIN? screen will be displayed. At that time, your progress is automatically saved into the data file selected at the start of the game. Saved data could be lost if the power is suddenly switched OFF at that time.

■ CLEARING SAVED DATA

Use this to erase data saved in a file. This can be used to erase a file with

"CHAMPION-RETIRED" status

- Select CLEAR on the File Select screen and press the A Button.
- Select the file to be cleared and enter with the A Button

Select YES and enter with the A Button.

The data is now cleared



INTRODUCING HARRY!

This is Harry, the Cutting-edge Telebashing Robot you use to fight your opponents. Use his potential 100%!!

Harry is a highly responsive machine who will only fight as well as you control him. Power it on with his Machine-Gun Attack.

Weight: 4000 kg
Height: 3.00 m
Range: +10 mm



Selecting Machine-Gun Attack commands

 L Button

 R Button

Machine-Gun Punch

Press and hold L button + L and R buttons. Push either joystick forward or backward.

Machine-Gun Body Blow

Press and hold R button + L button. Push and down the R button. Push either joystick forward or backward.

Machine-Gun Hook

Press and hold R button + R button. Push and down the R button. Push either joystick forward or backward.

Machine-Gun Upper Cut

Press and hold R button + R button. Push and down the R button. Push either joystick forward or backward.

YOUR POWER-PACKED OPPONENTS

Most of the 100-page book is devoted to the 100 opponents. (A 100 Bonus card is included and many things more at www.mattel.com.)

Telenovela: **JOHNNY BYSEL**

Ex-cop/hero of the "Copland" network series. Because of the level of violence, his suitors have awarded no features in Telenovelas: the most punk rock music, but he doesn't like to dress like a punk rock.



PAGERO



Pagero is a character from the Telenovelas series. He is a tall, muscular man with a green and yellow suit, standing in a dynamic pose with one leg forward. He has a blue star on his chest and a yellow star on his arm.

Weight: 4 100 kg

Height: 2 10 m

Age: 40 m



She is quick and agile

Weight: 200lb

Height: 5'6" in

Age: 28 - 29

Teleboboxer

Cheri Frenkel

Ever since she was a little girl, Cheri's dream was to be a fashion model. However, her body type and style were more suited to that of a Teleboboxer. Cheri acquired her name "Cheri" from her third, Dr. Herbert Brenner, an engineering professor. Although she doesn't wear it, even on the street to that Brenner earned his by winning it from someone else.



SPOKONG



Weight: 8 Quilings

Height: 4.2 m

Armor: -50-60

Low weight, is fast, and is of high quality



Tatensdown:

Big Rick

Rick is a member of the Tatensdown clan. He has a red face and is 30 years old. Originally a government, Rick forgot Tatensdown to spend his time with his wife and children. He is a Tatensdown. Other names say that his father was not a member of the clan.

IKANGER



with
Talemborator

Kevin Pasco

The effect was to grow up as the "Pascos" family. Kevin's father wanted him to become an actor, but decided that he didn't have the talent for it. Kevin decided to please his dad by becoming a Talemborator champion. Now, his father hopes Kevin's younger brother will become an actor.



California, pay for his father's duty
in sampling it is doing.

Weight	15,000 kg
Height	4.4 m
Arms	12 mm

HOW TO WIN

- ★ Besides the standard punches, your opponents all have their own special boxing attacks. Discover how to dodge these.
- ★ Counter with an uppercut or hook at the same time you dodge or duck to avoid your opponent's punches. Your opponent's guard will be down, leaving him wide open!
- ★ Memorize Harry's Machine-Gun Attack commands and use them effectively.
- ★ If you are caught by a Hook or Upper Cut when your strength meter is flashing, your knees will become weak for a short time and it will become difficult to guard effectively. To recover faster, repeatedly press  on both the L and R Control Pads. Should your enemy become dizzy, remember to take advantage of the situation.
- ★ With experience you will become tough enough to succeed!
Only a winner can become the champion!

IMPORTANT:

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Nintendo Consumer Assistance Hotline

1-800-255-5700 (U.S. and Canada)

Or your local authorized Nintendo retailer

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Abstract

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